

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) Music game ~~software~~ program stored in a computer readable medium that causes ~~for getting~~ a computer to output music data corresponding to music selected by a player through an input means from a sound output means and to execute a procedure for displaying a background image corresponding to said music data on a display, comprising:

a music file for storing a plurality of said output music data;

said output music data having song data including ~~with melody being comprised~~ of words and a melody corresponding to said words;

said song data ~~with melody having~~ comprising a plurality of partial song data ~~with melody~~ obtained by dividing the whole entire words and the whole entire melody in the a plural number and in ~~[[its]]~~ a playback order; and

each said partial song data ~~with melody being comprised of~~ comprising words having one or more characters and melody corresponding to said words;

said music game ~~software~~ program ~~being a program for getting said computer to further execute following procedures~~ comprising:

a demand command computing procedure for (i) reading said output music data corresponding to said music selected by said player through said input means out of said music file, and (ii) ~~for~~ computing a demand command for inviting said player to

operate a specific operation key of said input means so as to correspond to each said partial song data with melody of said read music data;

a command image producing procedure for producing each said demand command as a command image corresponding to each said operation key of said input means;

a command image displaying procedure for displaying said produced command image, ~~being moved~~ so as to be moving on said display in the order of playback of said partial song data ~~with melody~~, and for setting an operation criterion position at a predetermined position on said display and displaying said operation criterion position ~~[[it]]~~;

a timing judging procedure for judging ~~as to whether or not~~ said operation key was operated with a predetermined timing on the basis of a positional relationship between said command image displayed moving on said display and said operation criterion position;

a music playback procedure for arithmetically processing said output music data for changing a pitch at the time of playback of said partial song data ~~with melody~~ corresponding to said command image from a pitch which is stored in said music file according to a judgment result of an operation timing of said operation key corresponding to each said command image by said timing judging procedure and for outputting through said sound output means; wherein

said timing judging procedure has an accumulated evaluation value computing procedure for computing time a difference between (i) a time when said displayed

command image moving on said display has passed through said operation criterion position, and (ii) a time said operation key was operated, for computing an evaluation point so as to correspond to said computed time difference, thereby obtaining an accumulated evaluation value by accumulating said evaluation point for every demand command, and storing said accumulated evaluation value in memory means.

2. (Cancelled)

3. (Currently Amended) The music game ~~software according to claim 2,~~
program stored in the computer readable medium according to claim 1, wherein said music playback procedure has a start pitch change procedure for changing a start pitch according to said accumulated evaluation value when playing back said partial song data ~~with melody~~.

4. (Currently Amended) The music game ~~software~~ program stored in the computer readable medium according to claim 2, wherein said music playback procedure has a playback pitch changing procedure for playing back said partial song data ~~with melody~~, changing a pitch to be played back with time during a predetermined time after start of playback according to said accumulated evaluation value.

5. (Currently Amended) A Music game machine for outputting music data corresponding to music selected by a player through an input means from a sound

output means and for displaying a background image corresponding to said music data on a display, comprising:

a music file for storing a plurality of said music data;

said music data having song data including ~~with melody being comprised of~~ words and a melody corresponding to said words;

said song data ~~with melody~~ having a plurality of partial song data with melody obtained by dividing ~~the whole~~ entire words and the ~~whole~~ entire melody in ~~the a~~ a plural number and in ~~[[its]]~~ a playback order; and

each said partial song data ~~with melody being comprised of~~ comprising words having one or more characters and melody corresponding to said words;

said music game machine further comprising:

a demand command computing means for (i) reading said music data corresponding to said music selected by said player through said input means out of said music file and, (ii) ~~for~~ computing a demand command for inviting said player to operate a specific operation key of said input means so as to correspond to each said partial song data ~~with melody~~ of said read music data;

a command image producing means for producing each said demand command as a command image corresponding to each said operation key of said input means;

a command image displaying means for displaying said produced command image, ~~being moved~~ so as to be moving on said display in the order of playback of said partial song data ~~with melody~~, and for setting an operation criterion position at a

predetermined position on said display and displaying said operation criterion position ~~[[it]]~~;

a timing judging means for judging ~~as to whether or not~~ said operation key was operated with a predetermined timing on the basis of a positional relationship between said displayed command image ~~displayed~~ moving on said display and said operation criterion position; and

a music playback means for arithmetically processing said output music data for changing a pitch at the time of playback of said partial song data ~~with melody~~ corresponding to said command image from a pitch which is stored in said music file according to a judgment result of an operation timing of said operation key corresponding to each said command image by said timing judging means and for outputting through said sound output means; ~~and wherein~~

said timing judging means includes an accumulated evaluation value computing means for computing time a difference between (i) a time when said displayed command image moving on said display has passed through said operation criterion position, and (ii) a time when said operation key was operated, for computing an evaluation point so as to correspond to said computed time difference, for obtaining an accumulated evaluation value by accumulating said evaluation point every demand command, and for storing said accumulated evaluation value in memory means.

6. (New) The music game machine according to claim 5, wherein said music playback means has a playback pitch changing means for playing back said

partial song data, changing a pitch to be played back with time during a predetermined time after the start of playback according to said accumulated evaluation value.